

The diagram illustrates a system 100 enclosed in a dashed box. At the top is a **processor** (10) connected to a **system bus** (12). Below the system bus is a **bridge** (22) which connects to **system memory** (40), **flash/ROM** (18), and **software** (80). The bridge (22) is also connected to a **PCI bus** (24). Below the PCI bus is a **graphics/audio controller** (14) which is connected to **graphics memory** (16). The graphics/audio controller (14) outputs a **display signal** (42) to an external monitor (20). A **video decoder** (26) is connected to the graphics/audio controller (14) via a line (46). A **tuner/capture** block (36) receives **cable IN** (30) and outputs to the video decoder (26) via a line (38). The tuner/capture block (36) also outputs to a **stereo decoder** (36). The stereo decoder (36) outputs to an **audio CODEC** (32). The audio CODEC (32) receives **line** and **MIC** inputs and outputs a **line out** signal to an external speaker (34).

FIGURE 1

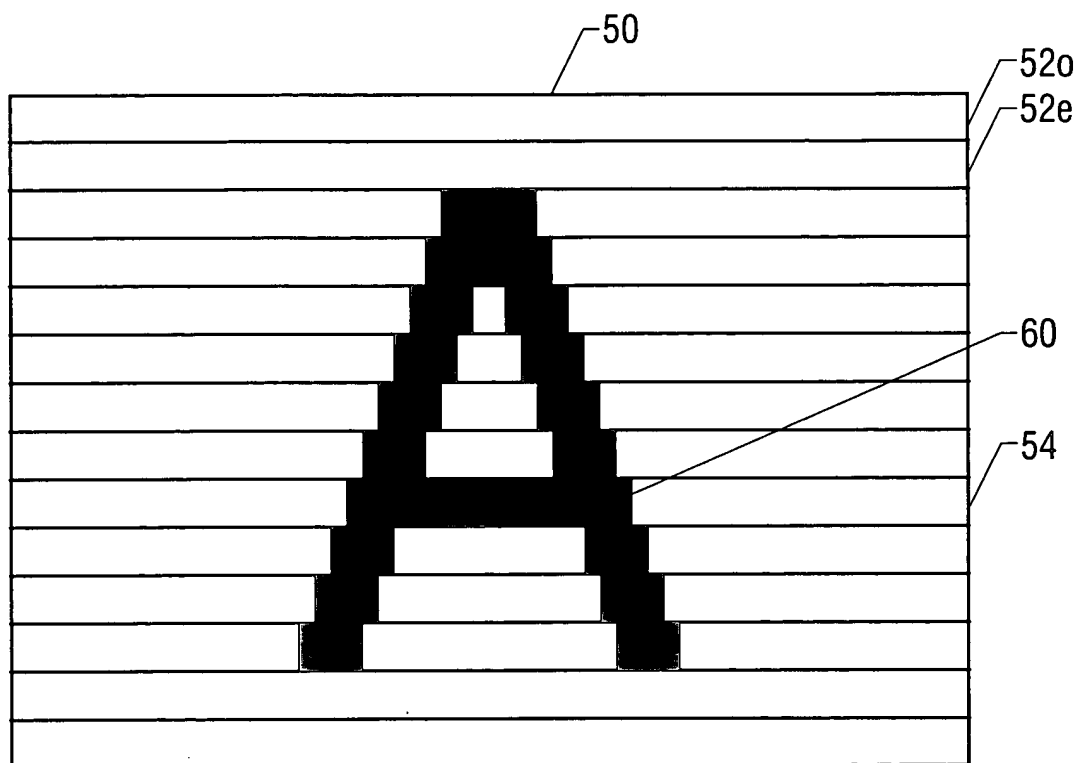


FIGURE 2

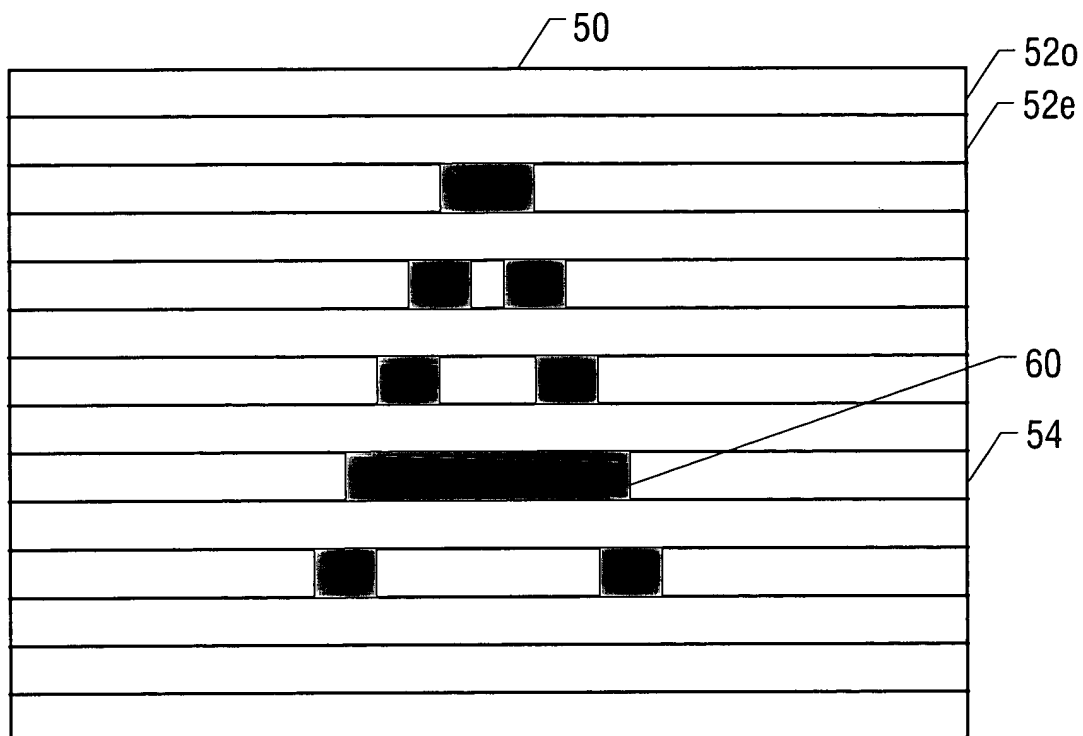


FIGURE 3A

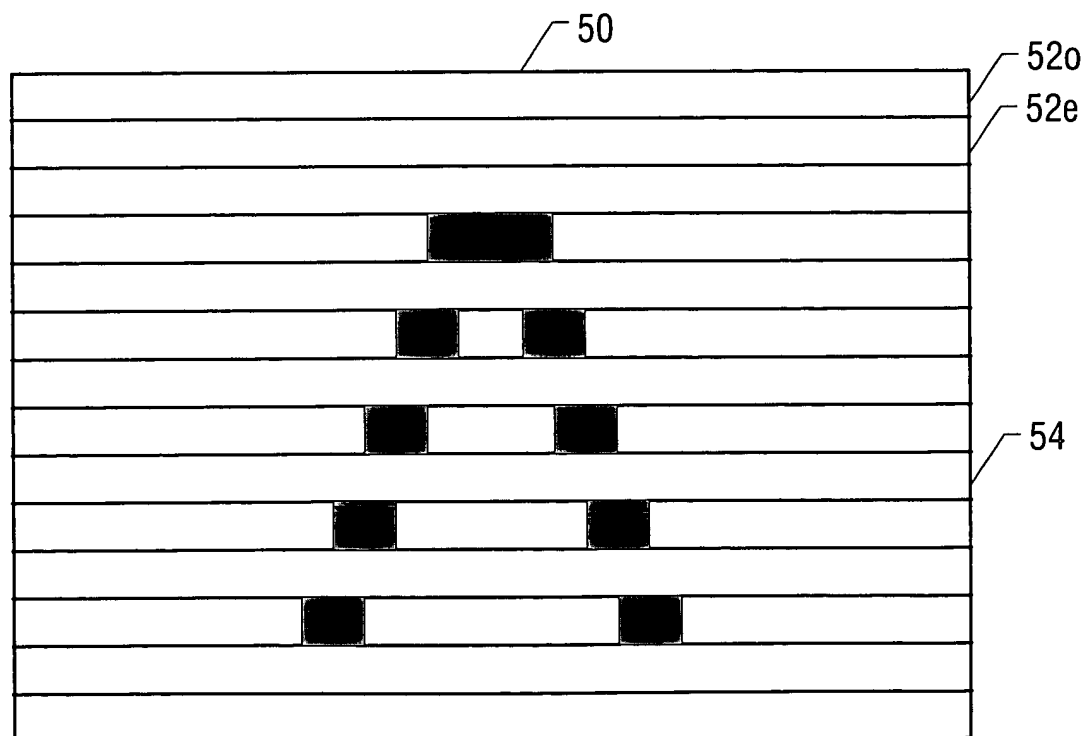


FIGURE 3B

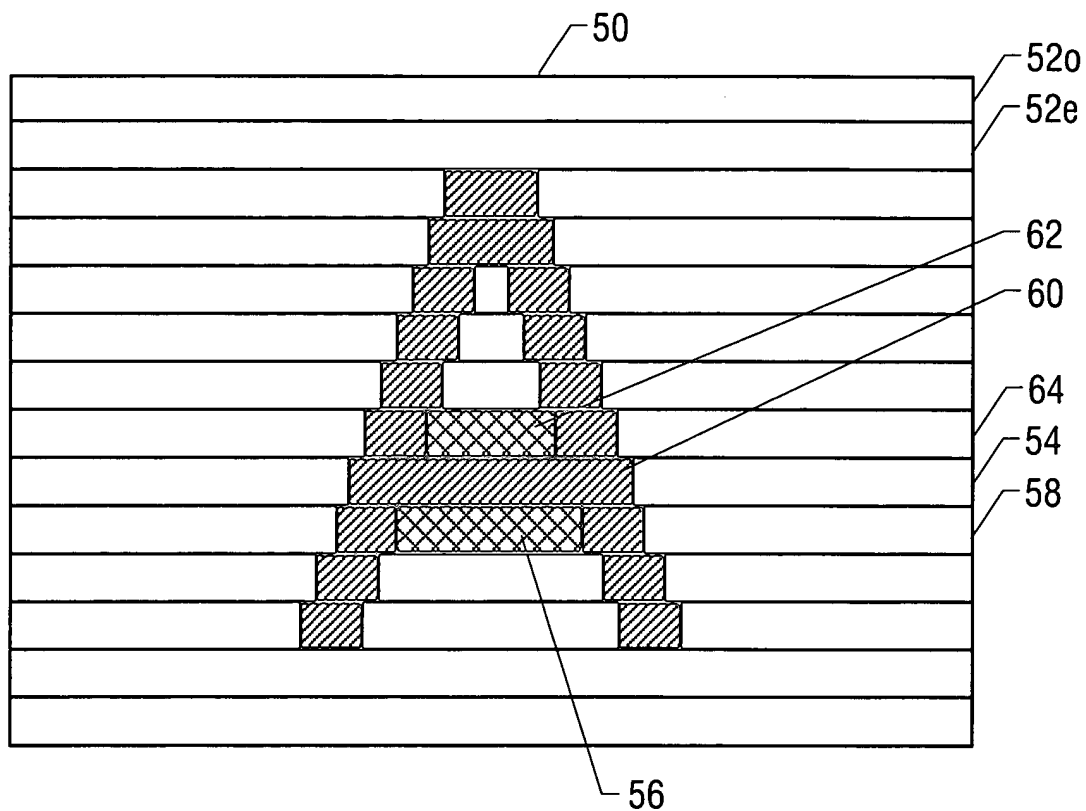


FIGURE 4

alpha value	flicker filter level
0 - 32	0
33 - 40	1
41 - 48	2
49 - 56	3
57 - 64	4
65 - 72	5
73 - 80	6
81 - 255	7

**FIGURE 5**

alpha value	flicker filter level
0 - 80	0
81 - 88	1
89 - 96	2
97 - 104	3
105 - 112	4
113 - 120	5
121 - 128	6
129 - 255	7

**FIGURE 7**

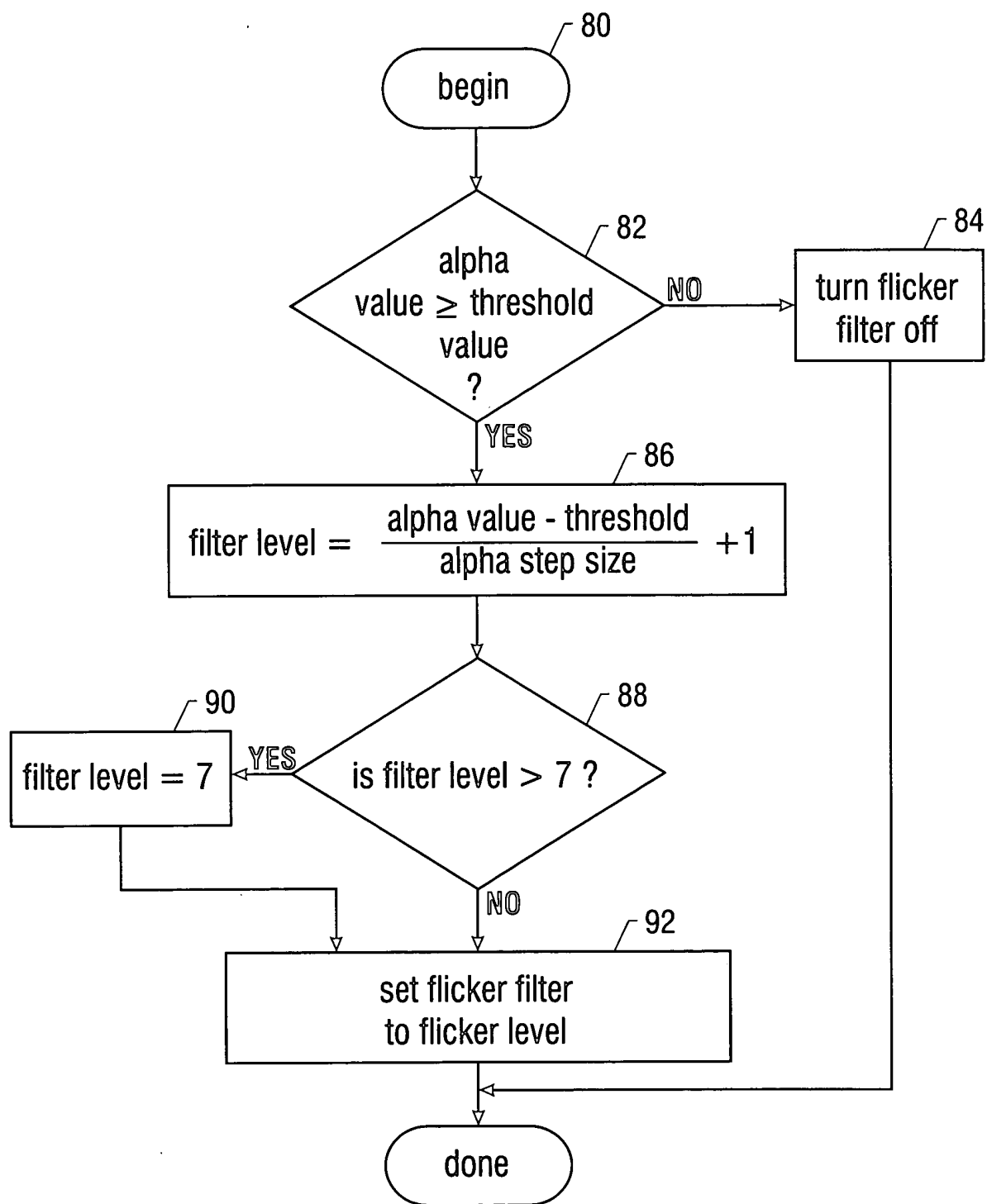


FIGURE 6